

Aakanksha Mirdha

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PROFESSIONAL EXPERIENCE

Graduate Teaching Assistant, Georgia Tech Aug 2016- Present

- Guiding a class of forty students for the online graduate level course CS 6300-Advanced Software Development Process.
- Duties include assignment grading and holding weekly meetings.

UX Design and Research Intern, Motorola Solutions, Inc. May 2016- Aug 2016

- Worked on the strategic product design of a mobile based task management application for public safety officers en route a mission critical operation.
- Interviewed prospective users and led user story mapping sessions with the design, engineering and sales teams to define the product features.
- Created wireframes, screen flows and UI specification documentation.
- Presented the interactive prototype to the senior management to productize.
- Conducted a knowledge sharing session for the design team on FramerJS .

R&D Intern, National University of Singapore May 2015- July 2015

- Developed a two player collaborative, gesture-based game in Unity.
- Conducted formative user testing for each proposed gesture.

R&D Intern, HCI Institute, Carnegie Mellon University May 2014- July 2014

- Prototyped mini games that aimed to help international teaching assistants adapt to American classroom culture.
- Created a test plan to measure the game's impact on the TA's performance.

RECENT PROJECTS

Round Smartwatch Interactions

UX Designer, Georgia Tech Jan 2016- May 2016

- Conducted surveys and interviews with smartwatch users to understand the various pain points associated with interactions on smartwatches.
- Designed a music app, leveraging the affordances of a round smartwatch.
- Tested the app for efficiency, ease of use and cognitive load (NASA TLX scale).

Novel Touch Interactions for Undo/ Redo on tablets

UX Designer & Researcher, Georgia Tech Jan 2016- May 2016

- Designed shortcut gestures for Undo/Redo on tablets akin Ctrl+Z on keyboard.
- Tested and compared the gestures in terms of learnability and ease of use.

Tabenu: Tablet based restaurant menu app

UX & UI Designer, Georgia Tech Dec 2015- Jan 2016

- Conducted a survey to understand the restaurant customers' needs and goals.
- Designed information architecture and a clickable prototype for the app.

My Lupus Pal: An app to assist Lupus patients

UX & UI Designer, Georgia Tech Aug 2015- Dec 2015

- Designed a mobile app for exercise, diet, symptom and UV tracking.
- Conducted heuristic evaluation and tested the app with lupus patients.

EDUCATION

Georgia Institute of Technology, USA

M.S., Human Computer Interaction

Aug 2015- May 2017

Vellore Institute of Technology, India

B.Tech., Information Technology

June 2011- May 2015

SKILLS

User Research Methods

User Surveys, Contextual Inquiry, Observation, Interviews, Personas, Heuristic Evaluation, Card Sorting, Focus Groups, Iterative Usability Testing

Design and Prototyping

FramerJS, Principle, Flinto, Proto.io, InVision, Axure, Unity, Photoshop, InDesign, Illustrator, After Effects, Sketch, Pixate, 3D Printing

Programming

HTML, CSS, JavaScript, Coffeescript, Swift, PHP

AWARDS

Travel Scholarship

IEEE Grad Cohort, 2017

Travel Scholarship

IEEE Women in Engineering Conference, 2016

Best Delegate

Harvard US India Initiative, 2014

Best Educational Game, Best Project

IPTSE CMU Winter School, 2013

PUBLICATION

Comparative Analysis of Open Source Content Management Systems. IEEE International Conference on Computational Intelligence 2014.